

WHAT IS CLAIMED IS:

1. A method of video conferencing, comprising:  
establishing a circuit-switched connection between a first party and a second party; and  
establishing, responsive to the establishment of the circuit-switched connection, a packet-switched connection between the first party and the second party to transmit video.
2. The method of claim 1, wherein the circuit-switched connection is established to transmit audio.
3. The method of claim 1, wherein the packet-switched connection is further established to transmit audio.
4. The method of claim 2, wherein the video is transmitted contemporaneously with the audio.
5. The method of claim 1, wherein the circuit-switched connection connects a first telephone associated with the first party to a second telephone associated with the second party.

6. The method of claim 1, wherein the packet-switched connection is established across an Internet.
7. The method of claim 1, wherein the packet-switched connection connects a first computer associated with the first party to a second computer associated with the second party.
8. A video conferencing system, comprising:
  - means for establishing a circuit-switched connection between a first party and a second party; and
  - means for establishing, responsive to the establishment of the circuit-switched connection, a packet-switched connection between the first party and the second party to transmit video.
9. A method of setting up a video conference, comprising:
  - receiving a calling party number and a called party number used for establishing a connection in a circuit-switched network;
  - associating a first network address in a packet-switched network with the calling party number;
  - associating a second network address in the packet-switched network with the called party number;

sending a first message containing the second network address to the first network address via the packet-switched network; and

sending a second message containing the first network address to the second network address via the packet-switched network.

10. The method of claim 9, further comprising:

establishing a circuit-switched connection between the calling party number and the called party number.

11. The method of claim 10, further comprising:

sending audio data via the circuit-switched connection.

12. The method of claim 9, further comprising:

receiving the first message at a node associated with the first network address; and  
transmitting packetized video between the first network address and the second network address.

13. The method of claim 12, further comprising:

receiving the second message at a node associated with the second network address; and

transmitting packetized video between the second network address and the first network address.

14. The method of claim 12, further comprising:

transmitting packetized audio between the first network address and the second network address.

15. The method of claim 13, further comprising:

transmitting packetized audio between the second network address and the first network address.

16. The method of claim 9, wherein the first and second messages are sent via instant messaging.

17. A server, comprising:

a memory configured to store instructions; and

a processor configured to execute the instructions to:

receive a calling party number and a called party number used for establishing a connection in a circuit-switched network,

associate a first network address in a packet-switched network with the calling party number,

associate a second network address in the packet-switched network with the called party number,

send a first message containing the second network address to the first network address via the packet-switched network, and

send a second message containing the first network address to the second network address via the packet-switched network.

18. The server of claim 17, wherein the first and second messages are sent via instant messaging.

19. The server of claim 17, wherein the first and second network addresses each comprise Internet Protocol (IP) addresses.

20. The server of claim 17, wherein the packet-switched network comprises an Internet.

21. A computer-readable medium containing instructions for controlling at least one processor to perform a method of setting up a video conference, comprising:

receiving a calling party number and a called party number used for establishing a connection in a circuit-switched network;

associating a first network address in a packet-switched network with the calling party number;

associating a second network address in the packet-switched network with the called party number;

sending a first message containing the second network address to the first network address via the packet-switched network; and

sending a second message containing the first network address to the second network address via the packet-switched network.

22. The computer-readable medium of claim 21, wherein the first and second messages are sent via instant messaging.

23. The computer-readable medium of claim 21, wherein the first and second network addresses each comprise Internet Protocol (IP) addresses.

24. The computer-readable medium of claim 21, wherein the packet-switched network comprises an Internet.

25. A data structure encoded on a computer readable medium, comprising:

first data indicating an identifier associated with a telephone that transmits audio data via a circuit-switched network; and

second data referenced to the first data, the second data indicating an address of a node in a packet-switched network that transmits packetized video, the audio data and packetized video comprising a video conference session.

26. The data structure of claim 25, wherein the address comprises an Internet Protocol (IP) address.

27. The data structure of claim 25, wherein the identifier comprises a telephone number.

28. A method of video conferencing, comprising:

establishing a circuit-switched connection between a calling party number and a called party number;

associating first and second network addresses in a packet-switched network with each of the called party and calling party numbers;

transmitting audio data via the circuit-switched connection; and

transmitting packetized video between the first and second network addresses responsive to establishment of the circuit-switched connection.

29. The method of claim 28, wherein the packet-switched network comprises an Internet.

30. The method of claim 28, wherein the first and second network addresses comprise Internet Protocol (IP) addresses.

31. A video conferencing system, comprising:

a switch configured to establish a circuit-switched connection between a calling party number and a called party number;

a server configured to associate first and second network addresses in a packet-switched network with each of the called party and calling party numbers;

a telephony device configured to transmit audio data via the circuit-switched connection;

and

a node in the packet-switched network configured to transmit packetized video between the first and second network addresses responsive to establishment of the circuit-switched connection.

32. A method of video conferencing, comprising:

capturing audio contemporaneously with video at a first location to obtain first location captured audio and first location captured video;



capturing audio contemporaneously with video at a second location to obtain second location captured audio and second location captured video;

transmitting both the first location captured audio and the second location captured audio between the first location and the second location via a circuit-switched network; and

transmitting both the first location captured video and the second location captured video between the first and second location via a packet-switched network.

33. The method of claim 32, wherein the packet-switched network comprises an Internet.

34. The method of claim 32, further comprising transmitting the first location captured audio and the second location captured audio between the first location and the second location via a circuit-switched connection in the circuit-switched network.

35. The method of claim 32, wherein the first location captured video and second location captured video is transmitted between the first and second location responsive to transmission of the first location captured audio and second location captured audio between the first and second location.

36. A video conferencing system, comprising:

a first telephony device configured to capture audio at a first location;

a first computer configured to capture video, contemporaneously with the captured audio,  
at the first location;

a second telephony device configured to capture audio at a second location;

a second computer configured to capture video, contemporaneously with the captured  
audio, at the second location,

the first telephony device further configured to transmit the captured audio  
between the first location and the second location via a circuit-switched network,

the second telephony device further configured to transmit the captured audio  
between the second location and the first location via the circuit-switched network,

the first computer further configured to transmit the captured video between the  
first and second location via a packet-switched network,

the second computer further configured to transmit the captured video between the  
second and first location via the packet-switched network.

37. A method of video conferencing, comprising:

transmitting audio data between a first location and a second location via a circuit-  
switched connection; and

transmitting video data between the first location and the second location via a packet-  
switched network, wherein the audio data is transmitted contemporaneously with the video data.